

# ART VISTA™

## ***GrooveMaster***

***Tony Newton's Bright & Funky Bass***

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## User Manual

Play the GrooveMaster bass libraries from a midi keyboard, and it will sound just like a bass player playing the real instrument. Intelligent scripting interprets the incoming keyboard midi signal and automatically plays back the instrument the way a real bass player would play it. For more control, any of the automatic playback articulations can also be selected by keyboard switches, if so desired. Both velocity-switched and key-switched playback are automatically controlled by intelligent scripting to produce realistic bass tracks.

### Quick Start

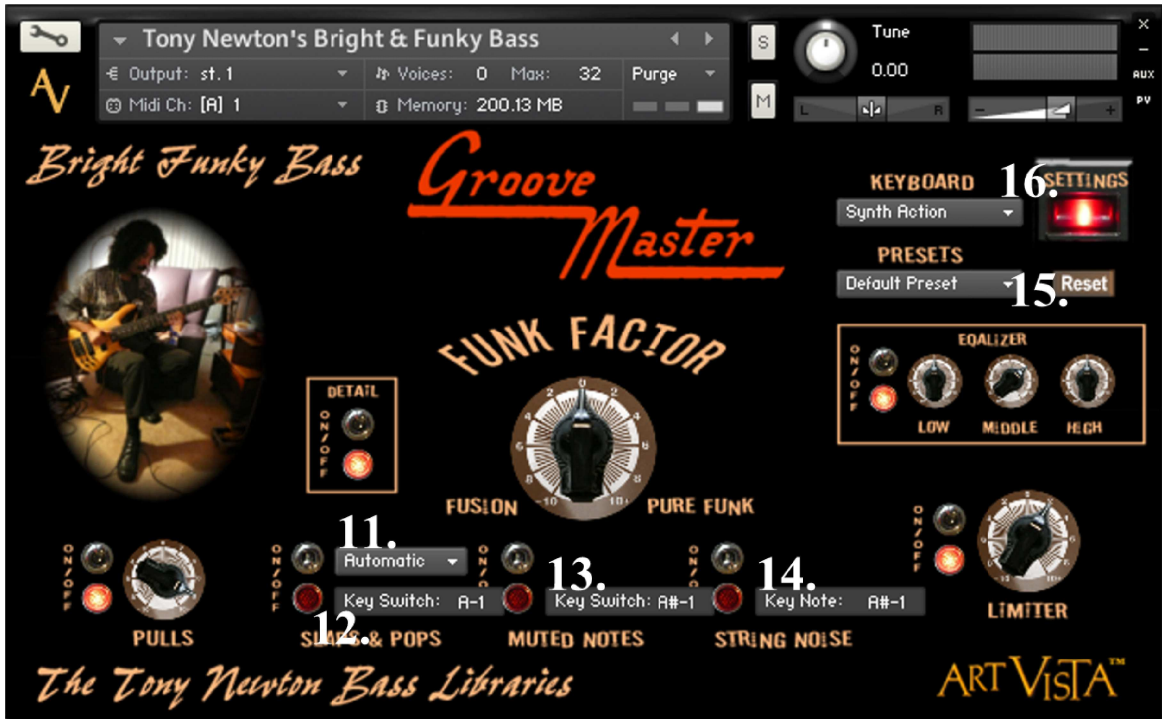
- **Select your midi keyboard** controller preset for a calibrated playback response.
- **“Funk Factor”** (CC1, or, user selected CC) controls the way velocity will trigger different playing techniques: a low Funk Factor setting will produce mostly fingered sustained notes and pulled-string notes at high velocity, while a high value will produce muted slaps, slaps and pops depending on velocity. Assigning an expression pedal to the Funk Factor CC will allow two-hand playing while controlling playback technique with the foot in real-time.
- **Grace notes** will default be triggered at a high velocities when the sustain pedal is engaged. This setting can be changed to key-switching.(See #34)
- **Bass slides** can be triggered either by the soft pedal (CC67), or by any other midi CC, selectable by the user. Bass slides can also be triggered by a specific user-assigned key. The bass slide sample is automatically selected depending on playback context.
- **Set the limiter** to your taste. It can also be switched off.
- **Instrument presets** provide a variety of pre-configured EQ settings.
- **All automation can be user configured** and allow key-switching, semi-automation, as well as tweaking of every parameter that controls playback. Please see the Interface Controls descriptions below.
- **Reset** any default preset that has been changed by clicking the “Reset” button. Individual parameters can be reset to default value by holding Ctrl and clicking on the control.

## Interface Controls – Main View



1. **Keyboard Velocity Response Presets** - choose your keyboard brand and/or model for a calibrated touch. This enables you to maintain the same touch and feel of the instrument while switching midi keyboards.
2. **Instrument Presets** - provides a variety of different EQ settings.
3. **Three-band parametric equalizer with on/off switch** - the retro-styled knobs control the amount of cut or boost. To change active frequency, see the "Settings View".
4. **Limiter with on/off switch** - the limiter will increase perceived loudness and "punch" by compressing the playback.
5. **Pulls** - sets the velocity needed to trigger pulled accent notes. The pulls can be turned off altogether with the on/off switch. Pulls will only be triggered at a low Funk Factor. See also #30 below.
6. **Slaps & Pops** - turn clock-wise for more slaps and pops at lower velocities. The velocity-automated control over slaps and pops can be switched off to allow the slaps & pops to be controlled by key-switches. See #11-12 and #31 below.
7. **Muted Notes** - controls the velocity break-point between muted notes and regular notes. The velocity-automated control over muted notes can be switched off to allow the muted notes to be controlled by key-switches. See #13 and #32 below.
8. **String Noise** - controls how often the sound of fingers moving along the string will be heard. The automatic string noise can be switched off to allow triggering by a designated key. See #14 and #33 below.

9. **Detail On/Off Switch** - switching to “off” will result in less high frequency content in transitional and accented sounds.
10. **Funk Factor** - real-time control over keyboard velocity mapping to muted notes, regular fingered notes, and slaps and pops. Can be controlled by any midi CC and is by default controlled by CC1. This playback control is very suitable to use with an expression pedal. See also #25-26 below.



11. **Slaps & Pops key-switch settings** - when Slaps & Pops velocity-automation is turned “off”, a drop down menu for key-switch settings is shown:
  - A. **“Automatic”** - slaps and pops will be intelligently played back only when the specified key is held down.
  - B. **“Semi-Automatic”** - pops will play only when the specified key is held down. Slaps will always be velocity-switched.
12. **Key Selector for Slaps & Pops Key-Switch** - when the slaps & pops velocity-automation is turned “off”, this window allows you to select a key for key-switching slaps & pops.
13. **Key Selector for Muted Notes Key** - when the muted notes velocity-automation is turned “off”, this window allows you to select a key for key-switching muted notes.
14. **Key Selector for String Noise** - when string noise automation is turned “off”, this window allows you to select a key for playing back string noise manually.
15. **Reset button** - when a preset is changed, the “Reset” button will appear. Clicking the reset button will bring back the factory settings for the preset

you are currently using. Individual parameters can be reset to default value by holding Ctrl and clicking on the control.

- Settings** - toggles between the interface “Main View” and the “Settings View”.

## Interface Controls – Settings View



- No Mutes** - internal control parameter for the automation of muted notes. Sets the break-point limiting the velocity range of muted notes.
- Legato** - internal control parameter for the automation of hammer-on notes. Controls the speed at which a note must be played to trigger a hammer-on note. At a low setting, only very fast notes will trigger hammer-on notes.
- Mute Slaps** - controls the upper velocity break-point below which muted slaps will play. At a low setting, only very soft notes will trigger muted slaps. (Muted slaps are only triggered at a high “Funk Factor” setting.)
- Pops Velocity** - sets the velocity break-point between slaps and pops.
- Pull-offs** - controls the speed at which a note must be played to trigger a pull-off note. At a low setting, only very fast notes will trigger pull-off notes.
- Rhythm Key** - maps muted pats to the selected key and the key two half-steps above. These muted pats will only play back when the “Rhythm CC” is above 64. (See #23)
- Rhythm CC** - sets the midi CC enabling the muted pats in #22. (default setting is CC67, soft pedal)

24. **Octave Transpose** - transposes the whole instrument keyboard mapping by octave.
25. **Funky Up/Down** - switches the polarity for the Funk Factor CC. For example: an expression pedal can be configured to play back the fingered notes either in highest or lowest position.
26. **Funk CC** - sets the midi CC controlling the Funk Factor. (The default setting is CC1)
27. **Slide Key** - sets a key that will trigger music-contextual bass slides.
28. **Slide CC** - sets a midi CC that will trigger music-contextual bass slides. The default setting is CC67, soft pedal. Depressing the soft pedal will trigger a slide.
29. **Parametric EQ Frequencies** - sets the center frequencies for the three parametric EQ controls.
30. **Pulls Volume** - sets the volume for the pulled string accents.
31. **Pops Volume** - sets the volume for pops.
32. **Muted Notes Volume** - sets the volume for muted notes.
33. **String Noise Volume** - sets the volume for string noise.
34. **Grace Note function** - choose sustain pedal or key-switching to control grace note triggering.
35. **Key Selector for Grace Notes Key** - this window allows you to select a key for key-switching grace notes.